

GAME BOY ADVANCE

AGB-AJNE-USA

JIMMY NEUTRON

BOY GENIUS™

INSTRUCTION BOOKLET

THQ

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

 WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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GETTING STARTED

- 1 Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
- 2 Insert the Game Pak of Jimmy Neutron Boy Genius™ into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
- 3 Turn ON the POWER switch. The logo screens will appear (if you don't see them, begin again at step 1).
- 4 When the title screen appears, press START to proceed to the Main Menu.



INTRODUCTION

Aliens have abducted all parents of Retroville! Jimmy and his faithful dog, Goddard, are their only hope. Control Jimmy and Goddard in their quest to repair the spaceship, defeat the evil Yokian empire, and rescue the parents of Retroville from the clutches of King Goobot!



CONTROLS



MENU CONTROLS

Button Command

Control Pad UP/DOWN

Control Pad LEFT/RIGHT

A Button

B Button

START

Action

Highlight options

Adjust options

Confirm selection

Cancel/Return to previous menu

Confirm selection

GAME CONTROLS

Button Command

Control Pad

A Button

B Button

R Button

R Button + A Button

R Button + B Button

L Button

START

Action

Walk/Run/Control Vehicle/Duck/Crawl

Jump/Enter Levels

Activate Gadget

Goddard's Action Button

Goddard's Grappling Hook

Goddard's Yolk Breaking Spoon

Fly with the Jet Pack

Pause the Game

MULTIPLAYER PLATFORM CONTROLS

Button Command

Control Pad

A Button

B Button

L Button

R Button

START

Action

Walk/Run/Duck/Crawl

Jump

Activate Gadget

Fly with the Jet Pack or Bubble Shield

Gadget/Transportation Select

Pause the Game

MULTIPLAYER RACE CONTROLS

Button Command

Control Pad

R Button

A Button

B Button

START

Action

Control your Spaceship

Accelerate

Activate Gadget

Use Item

Pause the Game

THE CHARACTERS

Jimmy Neutron

Just your average, everyday, pre-teen super genius. Jimmy built his own fully-functioning robotic dog for the science fair. Usually, his experiments and inventions backfire, forcing him to scramble for a solution before his parents, teachers or NASA find out what he's up to. Even when disaster looms, Jimmy never gives up – he always figures it'll just take one more little tweak for everything to work perfectly.

Goddard

Goddard is is the best friend a boy could have, considering he's made of sprockets, circuits and widgets instead of fur, slobber and fleas. He can transform into a variety of useful tools for Jimmy. Goddard likes to eat cans for breakfast, and even though he's a robot, he still can't resist chasing cats.



Yokians

Green blobs of gunk, Yokians rely on hovering glass and metal pods for transportation. Yokians live on the Planet Yolkus and are ruled by King Goobot.

King Goobot

King of the Planet Yolkus, King Goobot rules a world inhabited by gooey egg people called Yokians. He is short tempered, extremely evil, and NEVER wrong! King Goobot always has to win, or he'll take his ball and go home.



MAIN MENU

- **Single Player** – Start a new game!
- **Multiplayer** – Compete head-to-head in a 4 player race or platform competition! See **MULTIPLAYER** on page 18 for more information.
- **Enter Code** – Use a password to return to a previously played game. See **SAVING AND LOADING** on page 27.
- **Options** – Change the music and sound effects options. See page 17 for more information.
- **Credits** – View the team responsible for Jimmy Neutron Boy Genius™.



PLAYING A GAME

Head straight for the action by choosing **SINGLE PLAYER** from the Main Menu. Then select either **TUTORIAL**, **EASY**, **MEDIUM**, or **HARD** and press the A Button.

Tutorial

The tutorial will guide you through the button commands for Jimmy and Goddard so you can be comfortable with the controls before jumping into the game. After completing the tutorial, play it again to learn how to control the other character.

Complete the tutorial with both characters then return to the previous menu by pressing the B Button. Choose a difficulty level (**EASY**, **MEDIUM**, or **HARD**) to begin the game!



THE MAP SCREEN

You will begin outside Jimmy's house in Retroville, viewing Jimmy and Goddard on the Map Screen. Use the Control Pad to walk around the Map Screen. Flags will show you where a level is. As you approach a flag, an icon of a missing spaceship piece will appear. Press the A Button to enter the new level and begin searching for the missing pieces.

After completing a level, the flag will look different. Instead of hanging on the flag pole, it will be waving in the wind.

If a red "X" flashes instead of a spaceship icon, you will not be able to enter that level until later. Try to find a different level to play instead! When all the other levels have been completed, return to the forbidden level to gain access.

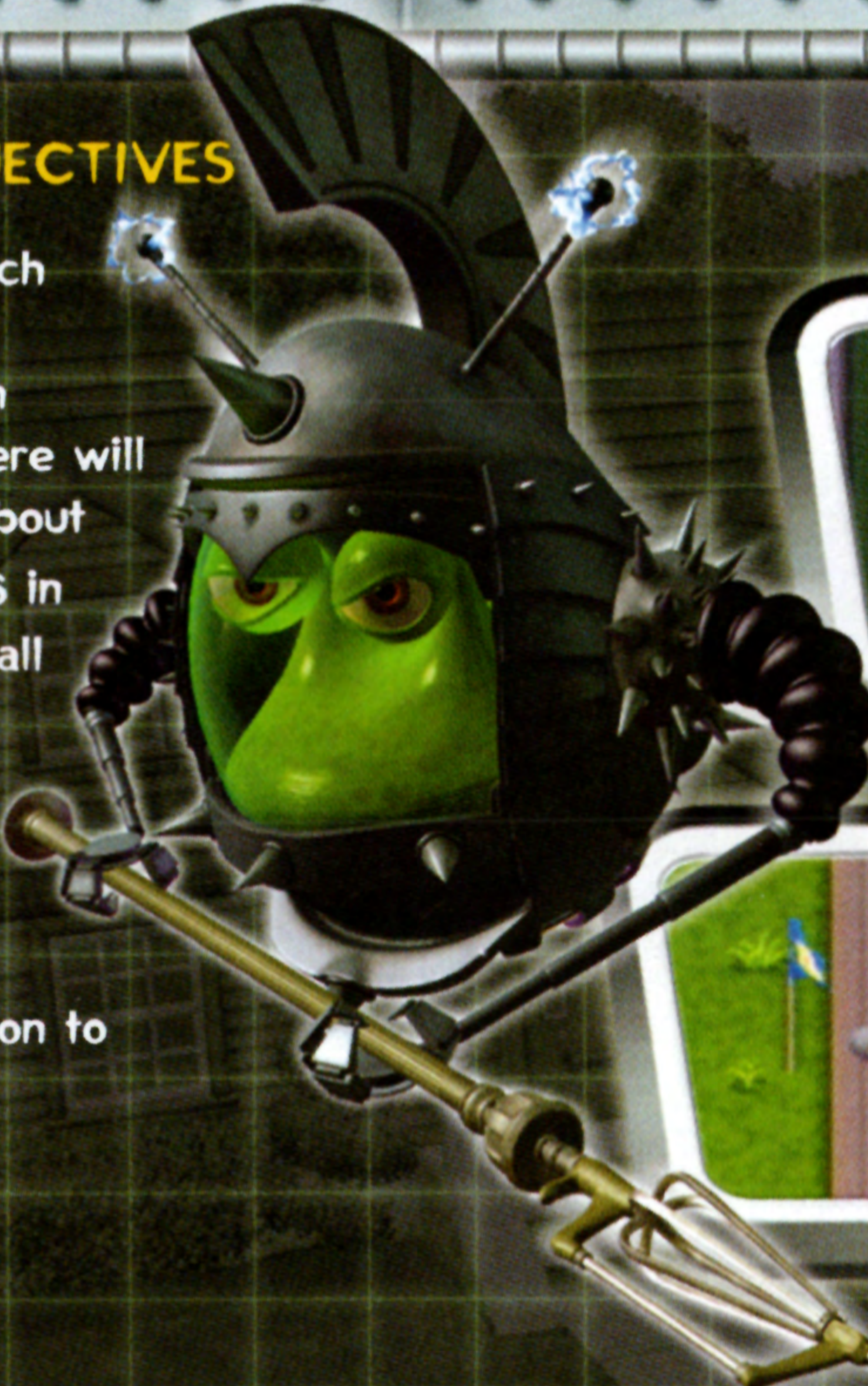
Note: In Retroville, you will not be able to enter Jimmy's Lab until after you've completed all the other levels.



MISSION OBJECTIVES

The goals for each level will appear before you begin playing. Also, there will be information about the evil Yokians in the area – read all of the mission objectives before starting!

Press the A Button to enter the level.



Use Goddard to locate the metal panels hidden in the sewer. Be careful not to fall into the water and be wary of the wandering rats! Remember to use Goddard's jetpack and lasso to access all areas of the level.



THE LEVEL SCREEN

The Level Screen shows important information for you to check at all times. Be sure to keep an eye on your health bar!

Points

Your total points are shown in the top-right corner of the Level Screen.

% Complete

The percentage of items you've been able to collect in the level is shown beneath the Points. The more items you find, the closer you will be to 100%.

Health-Continues

Jimmy and/or Goddard's health bar is displayed in the bottom-right corner of the Level Screen. The amount of "continues" you have available is shown next to his health bar.

When Jimmy or Goddard takes damage, the health bar will be depleted. When the health bar is completely gone, you will lose one continue and will return to the Map Screen.

Note: When you lose all of your health and return to the Map Screen, all of your items from that level will be lost. You will have to play the level again, from the beginning.



Shrink Ray Meter

The blue meter in the bottom-left corner shows how much power you have for Jimmy's Shrink Ray and Goddard's Laser Blast. Gather neutrons and other items to help power the Shrink Ray.

Note: You cannot use Jimmy's Shrink Ray or Goddard's Laser Blast until you find power for them.

Jet Fuel

The red meter beneath the Shrink Ray Meter shows how much fuel Jimmy or Goddard has for their Jet Pack. When they run out of fuel, they will not be able to fly with his Jet Pack. Find more fuel at a filling station to refill the Jet Fuel Meter.

Needed Items

When you begin a level, the number of items to collect will be shown in the top-left corner of the Level Screen. Every time you find an item, the number will be reduced. Find all of the items to successfully complete the level.

ITEMS



Filling Station – Stand in front of a filling station until the Jet Fuel Meter is full. After refueling, press the L Button to fly.



Apples – Pick up the apples to add points to your total score!



Purple Flurp – Find a bottle of Purple Flurp to refill your health bar!



Goddard Health – Look for nuts and bolts to increase Goddard's health.



Neutron – Collect the neutrons to power Jimmy's shrink ray and Goddard's laser.

LEVEL COMPLETE

After finding as many of the items as you can, make your way to the checkpoint at the end of the level. The Level Complete screen will appear, giving you information about the level.

Code

Write the code onto a piece of paper to save your game. You will not have to play the completed level again!

After making sure the code is correct on your paper, you can turn the system OFF. When you want to return to the game, choose ENTER CODE from the Main Menu and enter the code in the exact same order.

Score

Your current score is shown beneath the Code.

Collected

To score a perfect 100%, you will need to find all the items and coins on a level.



PAUSING THE GAME

Press **START** at any time to pause the game. You can access the following options while the game is paused:

SFX

Highlight the SFX icon and press the A Button to toggle the sound effects **ON/OFF**.

Music

Select the Music icon and press the A Button to toggle the music **ON/OFF**.

Exit

Highlight **EXIT** and press the A Button to quit the level or game. Another prompt will appear. Select **EXIT** again and press the A Button to quit.

Note: When you select **EXIT** from a level, you will lose a continue. When you select **EXIT** from the Map Screen, you will quit the current game and view your total score.

Back

Select **BACK** and press the A Button to return to the game.



OPTIONS

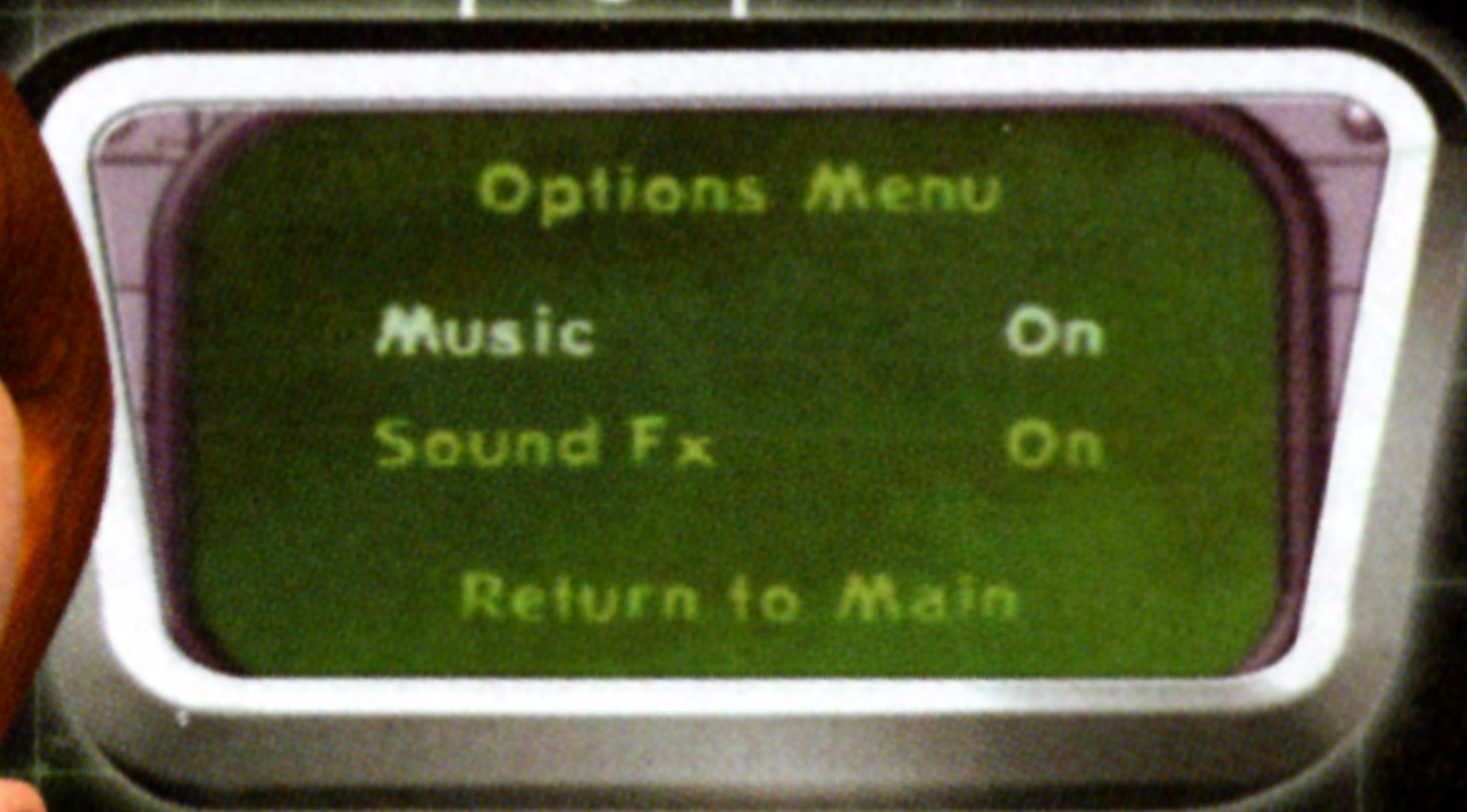
From the Main Menu, select
OPTIONS to customize
the following:

Music

Use the Control Pad
LEFT/RIGHT to toggle the
music **ON** or **OFF**.

Sound FX

Use the Control Pad
to toggle the sound
effects **ON** or **OFF**.



MULTIPLAYER

In order to play a multiplayer game, each player will need a Game Boy® Advance game system and their own copy of Jimmy Neutron Boy Genius™. In addition, one Game Boy® Advance Game Link® Cable is required for a two player game, two Game Link® Cables are required for three players to compete, or three Game Link® Cables are needed for four players.

Each player needs to select MULTIPLAYER from the Main Menu to advance to the Select Game Type screen. Here, choose a game mode to compete in, either PLATFORM or RACE. The player with the flashing "1" is the only player who can change the game options.

MULTIPLAYER PLATFORM GAME

Up to 4 players can compete in a platform style game. Run, jump and fly your way around each level to collect more coins than your opponents!

Objective

Use Goo Darts and other gadgets to slow down the other players while collecting coins. The player who can collect the required amount of coins wins!

Options

Before the game, Player 1 can change any of the following options:

- **World** – Choose an environment to play in: EARTH, YOKIAN MOON, or YOKIAN PLANET.
- **Size** – The more players you have, the larger the world should be. Choose from TINY, SMALL, MEDIUM, or LARGE.
- **Code** – Each Multiplayer level is randomly selected. Write down the Codes to your favorite levels to play them over again.

After changing options, Player 1 must select **START GAME** and press the A Button to begin.

Note: Player 1 will not be able to change any of the options until at least one other player is connected using the Game Link® Cable and has selected **PLATFORM** from the Multiplayer Menu.

Controls

The Multiplayer Platform Game Controls are the same as they are in the Single Player Game. See **GAME CONTROLS** on page 4 for more information.

Multiplayer Platform Game Screen

Be sure to look at the bottom of the game screen to view critical information in a Multiplayer game.

- **Map** – Look at the Map in the bottom-right corner to find out where the other players are. Each player is represented by a different colored dot on the Map.
- **Health Meter** – Watch your health meter to the left of the Map. When the health meter is empty, you will lose many coins and will have to collect them again! Also, any other player in the area can collect the coins you've lost.
- **Fuel/Gadget Gauges** – The yellow meter shows how much fuel you have left for your Jet Pack. The blue meter shows how much power you have for your gadgets. The green meter shows how quickly you can reload your gadget. When the green meter is full, you can activate your gadget again.
- **Player Status** – Find out how many coins each player has in the bottom-left corner. Try to defeat the player with the most coins. He will lose most of his coins, and you can collect the treasure!



Gadgets

Gadgets are scattered across each world for you to use. After picking up a gadget, press and hold the R Button. Now select a gadget with the Control Pad LEFT/RIGHT.



Goo Dart – Activate a dart with a suction-cup attached to one end.



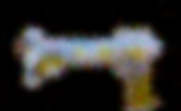
Multi Goo – Fire 3 suction cups at one time!



Shrink Ray – Shrinks the opponent for a 'short' time.



Rocket – A larger version of the Goo Dart, this rocket will cause more damage!



Target-Seeking Rocket – This rocket, when fired, will follow another player.

Items

Other items can be used to help you defeat the other players!



Jet Fuel – Find the Jet Fuel to replenish your Jet Pack or Bubble Shield.



Neutrons – The neutrons power your gadgets. When you are unable to fire a gadget, try to find a neutron!



Purple Flurp – Find this bottle to increase your health.



Teleport Door – Stand in front of a Teleport Door and press UP on the Control Pad to teleport to another area in the world.



Letter "J" – Find the gold Letter "J" to fully replenish your health and fuel!



Coins – Collect all the coins before the other players to win!



Coin Machine – The Coin Machine ejects coins randomly. Collect enough coins to win the game.

Transportation

You will always begin the level with a Jet Pack. Try to find the Bubble Shield to fly with instead – it is also a shield and will protect you from enemy attacks!

After finding the Bubble Shield, press and hold the R Button. Now press UP/DOWN on the Control Pad to switch between the Jet Pack and the Bubble Shield.

End of Multiplayer Platform Game

After a player collects 80 Coins, the game will end. The scores will rank each player in order of points, from 1 to 4 (if there are 4 players competing).





MULTIPLAYER RACE GAME

Up to 4 players can compete in a head-to-head spaceship race!

Objective

Knock the other players out of commission then be the first spaceship across the finish line!

Options

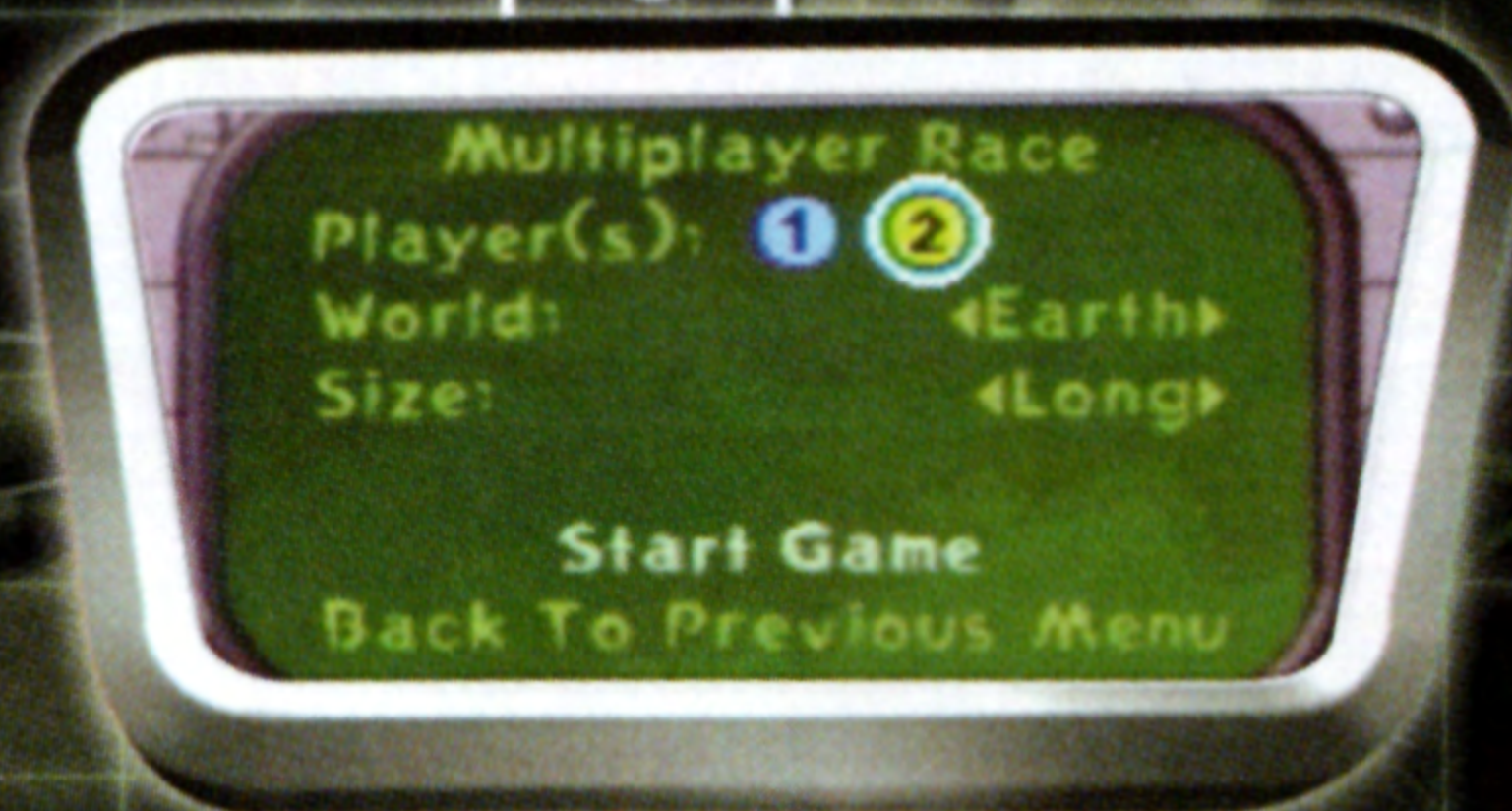
- **World** – Choose to race over the EARTH, a YOKIAN MOON, or the YOKIAN PLANET.
- **Size** – Select a SHORT, MEDIUM, or LONG race.

Controls

The game controls for a Multiplayer Race are a little different than the spaceship modes in the 1 Player game. Refer to MULTIPLAYER RACE CONTROLS on page 5 for more information.

Multiplayer Race Game Screen

- **Health Meter** – Your health is shown in the bottom-right corner. When the health meter is empty, you will lose all power of the spaceship for a short time.
- **Gadget Overload** – The Gadget Overload meter will increase every time you use your gadget. When it is completely blue, you will be unable to activate your gadget quickly.
- **Speed Meter** – Press and hold the R Button to fly as fast as you can. When you fly through a turbo ring, or use a speed burst item, you will soar at maximum speed!
- **Opponent Status** – The bar along the top of the screen shows each racer as a different colored dot. The further to the right a player is, the closer they are to the finish line.



Items

Collect items to power Jimmy's engine or gadgets. Only one item can be in your inventory at a time. Use an item by pressing the B Button.



Speed Burst – Gain a short burst of speed.



Booby Trap – Drop a booby trap in front of another player to slow him down!



Projectile – Launch a projectile to slow down the other players.



Turbo Ring – Fly through the ring for an automatic turbo boost, without using a Speed Burst item!

End of Multiplayer Race Game

Every player must cross the finish line before the game is over. After the race, the results will show how each player placed, from 1 to 4 (if there are 4 players competing).

CONTINUING

Jimmy Neutron Boy Genius uses a password system to save and load your game data. When you're ready to turn the game off, be sure you have the latest password written down!

Saving a Game

After completing a level, the Level Complete screen will appear. Be sure to write down the numbers and letters under the word **CODE** – this is your new password!

If you don't want to write down every code, you can wait until you're ready to turn the game off. While on the Map Screen, press **START** to pause the game and choose **EXIT**. From the Main Menu, select **ENTER CODE**. The last password you received is shown on the screen – write it down onto a piece of paper, then turn the system off.

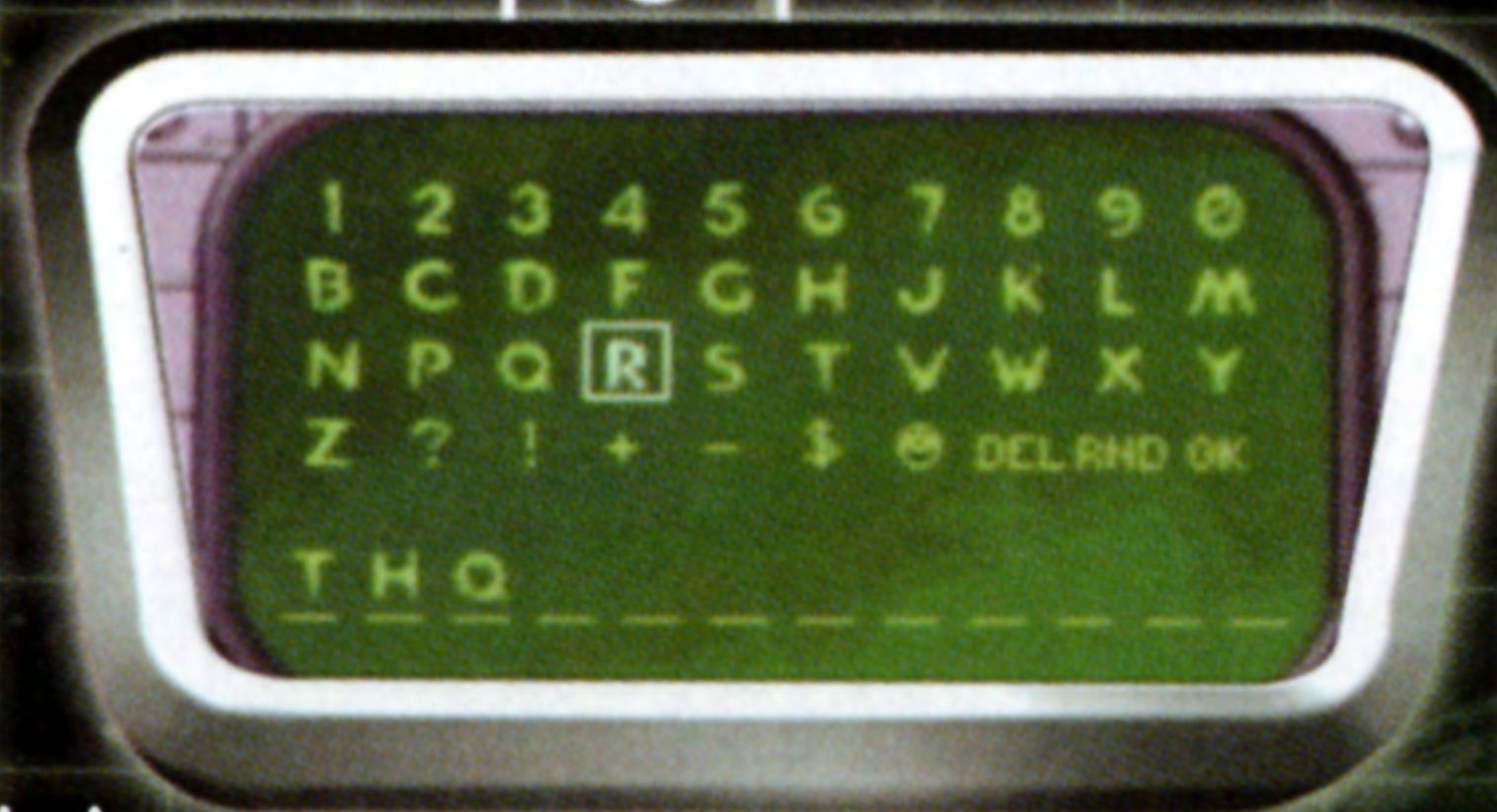


Restoring a Game

Select **ENTER CODE** from the Main Menu to load your game data. Use the Control Pad to highlight a number or letter, then press the A Button to select it. Continue selecting all the numbers and letters, then choose **OK** when done. You will return to the Map Screen to continue Jimmy's adventure!

If you've lost all your continues and find yourself on the Main Menu, choose **ENTER CODE** to return to the game. The last password you received will already be on the screen – simply choose **OK** to return to the action!

Note: If the code is incorrect, the words **WRONG CODE** will appear. Enter the password exactly as you've written it down to be able to continue!



SAVE DARWIN!



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JIMMY NEUTRON BOY GENIUS



6 ACTIVITY BOOKS IN ALL!

Each book contains an “extra,” such as a silver pen, temporary tattoos, glow-in-the-dark stickers, or posters to color & game board.



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Magical Mischief!

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GAME BOY ADVANCE

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Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301

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FOR

GAME BOY ADVANCE

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SpongeBob SquarePants

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